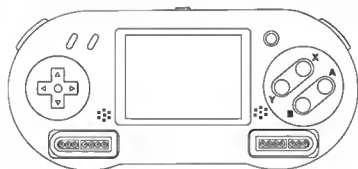
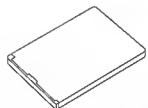


Thank you for purchasing the SupaBoy Portable Pocket SNES Console. For your safety and the safety of others, please carefully read the instruction manual before using this product.

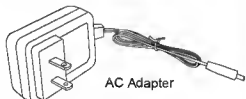
CONTENTS & ACCESSORIES



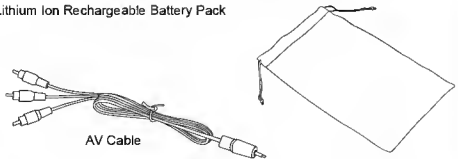
SupaBoy System



Lithium Ion Rechargeable Battery Pack



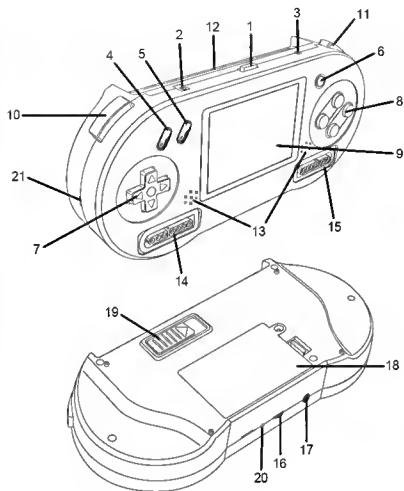
AC Adapter



AV Cable

Pocket Pouch

SUPABOY LAYOUT

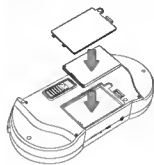


- | | | |
|--------------------|-----------------------|----------------------------|
| 1. Power-On Button | 8. A, B, X, Y Buttons | 15. Controller Port 2 |
| 2. DC Jack | 9. LCD Screen | 16. Volume Control |
| 3. AV/Out | 10. L Button | 17. Headphone Jack |
| 4. Start Button | 11. R Button | 18. Battery Cover |
| 5. Select Button | 12. Cartridge Slot | 19. Cartridge Lock |
| 6. Reset Button | 13. Speakers | 20. LED Indicator |
| 7. Directional Pad | 14. Controller Port 1 | 21. Wrist Strap Attachment |

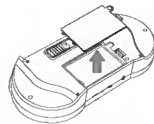
BATTERY INSTALLATION & CHARGING

To install and charge the battery:

1. Turn the SupaBoy handheld with the LCD Screen facing down, and carefully unscrew the screw on the Battery Cover and remove the Battery Cover.

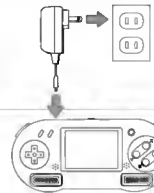


2. Insert the Rechargeable Battery Pack into the Battery Port.



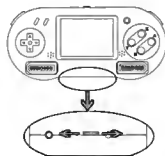
3. Close the Battery Cover, and then fasten the screw to secure the Battery Cover.

4. Attach the AC Adapter to the DC Jack on the SupaBoy. Located on the top of the SupaBoy system. The LED indicator will light up green when the SupaBoy is plugged into an outlet and is charging.



VOLUME & HEADPHONES

To adjust the volume of the SupaBoys:



1. On the bottom of the SupaBoy system, there is a scrolling Volume Controller. To raise the volume, scroll the Volume Control to the right; to lower the volume, scroll the Volume Control to the left.

To use headphones with the SupaBoy:

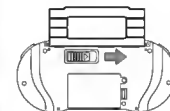
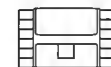
1. Insert headphones into the headphone jack located on the bottom of the SupaBoy system.
2. Use the Volume Control on the bottom of the SupaBoy to adjust volume levels.

PLAYING GAMES

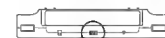
The SupaBoy is able to play US SNES and Japanese SFC cartridges.

To play a game:

1. Insert the game cartridge (label side facing forward) into the Cartridge Slot, found on the top of the SupaBoy.



2. Once the cartridge is in place, slide the Cartridge Lock, located on the back of the SupaBoy, in the direction of the indicator arrow.



3. Turn the OFF/ON Switch to the ON position.



Note: When finished with gameplay, first turn the SupaBoy system off, then slide the Cartridge Lock in the opposite direction of the indicator arrow before removing the game cartridge.

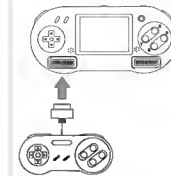
To reset a game:

1. Press the Reset Button, located on the right side of the system above the face buttons.



USING CONTROLLERS

To play games using the controller ports of the SupaBoy:



1. With the SupaBoy system TURNED OFF, insert a controller into Controller Port 1. To play with two controllers with the SupaBoy, insert a controller into Controller Port 1, then insert the other controller into Controller Port 2.
2. Insert the game cartridge, then turn the SupaBoy system ON.

Note: Insert controllers only when the SupaBoy system is OFF to prevent damage and to ensure functional gameplay. Also, when the controller is plugged into Controller Port 1, the directional pad and the face buttons on the SupaBoy system will be disabled until the controller is unplugged from Controller Port 1.

OUTPUTTING TO TV

To connect the SupaBoy system to a TV:

1. With the SupaBoy system TURNED OFF, insert the AV Cable provided with the system into the AV/OUT slot located on the top of the SupaBoy system.



2. Insert the AV Cable into the composite input connector on the TV.



3. Turn on the SupaBoy system.



Note: Insert the AV Cable only when the SupaBoy system is OFF to prevent damage and to ensure functional gameplay. Also, because the original SNES/SFC systems were designed to be played on a standard definition, tube TV, when connecting the SupaBoy system into a HDTV, some accessories may not be compatible.